Navigating in the Application Shell

The following topics are covered below:

- Starting the Application
- Using Navigation Icons
- Starting a Function
- Using a Function
- The Browse Function
- The Mass Processing Function
- Closing a Function
- Closing an Application
- Resuming an Abnormally Terminated Session

Starting the Application

▶ **To start an application from the Natural development environment**

- Select the tool bar button which represents the application shell.

Using Navigation Icons

When you start an application, the window that serves as the background for your application is opened. Additionally, if the corresponding setting is placed in the profile user exit, a dialog is opened which contains all available navigation icons that correspond to this level in the application.

Navigation icons can be used to navigate through the hierarchy of the application. There are three possible types of navigation icons: sub-application, object type and function. Below each icon is a name which differentiates the icon from the other icons.

- The Navigation Icons
- Choosing a Navigation Icon
- Navigating with Icons in a Sub-application

The Navigation Icons

Sub-application

A low-level application which lies beneath a top-level application, or another sub-application.

When you select a sub-application icon, all the functions and objects that are hierarchically one level below the sub-application are displayed. See Navigating with Icons in a Sub-application.

Object Type

Contains the objects defined for this object type (e.g. customers, contracts).

When you select an object type icon, a browse dialog is displayed which lists the objects available for the corresponding object type: for example, all contracts.

Function

You select a function icon (e.g. Maintain Customer, Maintain Distributors) to maintain a specific object. When you select a function icon, a key-ID dialog is displayed. In this dialog, you can enter an ID and, as a result, a new dialog displays the data available for the corresponding object. For example, customer data, such as: name, address, birthday.

Choosing a Navigation Icon

All navigation icons, regardless of their level in the hierarchy, can be chosen using several different methods.

▶ To choose a navigation icon

- Double-click the icon.
  Or select the icon and press ENTER.
  Or select the icon from the tool bar, and choose the Open button.
  Or select the icon from the Object menu, and choose Open.

Navigating with Icons in a Sub-application

The hierarchy of an application can be divided into as many as 20 levels. For example, the sub-application *Yacht-Crew-Exchange* may be divided into the sub-applications *Cruise Maintenance*, *Create Catalog*, and *Customer Maintenance*. *Cruise Maintenance* may be further divided into the sub-applications *Scheduling*, *Skipper Maintenance*, *Yacht Maintenance* and *Customer Booking*.

▶ To navigate down the hierarchy

- From the entry-level window, choose a sub-application icon.
  When you choose a sub-application icon, a new window is opened displaying the icons on the next level. You can continue to move down in the hierarchy in this manner. When no other sub-application icons are displayed, you have reached the lowest level in the branch of the hierarchy you followed.

▶ To move to the entry level

- From the Select menu, choose Entry Level.
  Or click the following toolbar button:

  Using either method results in returning to the entry level in the hierarchy.

▶ To move to the previous level

- From the Select menu, choose Previous Level.
  Or click the following toolbar button:

  Using either method results in moving one level back in the hierarchy.

Starting a Function

You can start a function with one of the following methods.

- Starting a Function by Choosing a Function Icon
- Starting a Function by Using the Browse Function
- Starting a Function by Using a Direct Call

▶ **To start a function**

- Choose a function icon in the navigation window.
  Or select an object using the Browse function and from the Object menu, choose the action (e.g. the Add or Modify command) you want to perform.
  Or with a direct call, select an object type and choose the action.

Starting a Function by Choosing a Function Icon

You choose a function icon (e.g. Maintain Customer, Maintain Distributors) to maintain a specific object. When you choose a function icon a key ID dialog is displayed. From this dialog you can enter an ID and, as a result, a new dialog displays the data available for the corresponding object. For example, customer data, such as: name, address, birthday.

Starting a Function by Using the Browse Function

When you select an object via the Browse function, you can start a function with one of the following methods.

▶ **To start a function with an object**

- From the Object menu, choose the action (e.g. the Display or Add command) you want to perform.
  Or choose the action represented by a tool bar button.
  Or double-click the object in the list box.
  Or choose the command button for the action you want in the browse dialog. (This option is dependent on the dialog design for your browse function.)
  As a result, a main dialog appears in which you can perform the action.

## Starting a Function by Using a Direct Call

When you are familiar with the structure of the application, you can, as an alternative to using the navigation icons, start your functions with a direct call.

▶ **To start a function with a direct call**

1. From the Select menu, choose Direct Call.
   Or click the following toolbar button:

   As a result, a dialog is displayed consisting of two combo boxes. The first combo box lists all object types defined to the application, while the second combo box is empty. When you select an object type from the first combo box, the applicable actions (e.g. Add, Display, Delete) for the object are displayed in the second combo box.
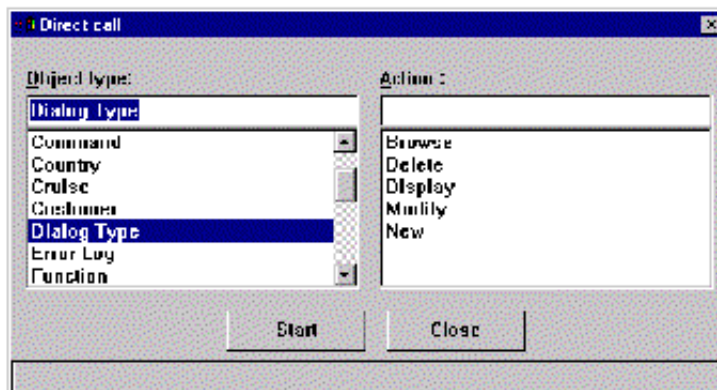
2. Select the object type.
   Or enter the name of the object type in the corresponding text box.
   In both cases, the applicable actions that can be performed with the object type are displayed in the second combo box.
3. Select the action you want and choose the Start command button.
   Or if you do not want to start an action, choose the Close command button.

Using a Function

The following topics are covered below:

- Dialog Organization
- Command Buttons in the Dialogs

Dialog Organization

This is an example of the first dialog to appear, once you have chosen the object you want to administer.

The processing of a function can consist of more than one dialog, especially when all of the data for the object to be administered does not fit in the main dialog.

The data for the object which do not fit in the main dialog are grouped together according to topics (e.g. background processes, programs) and can be displayed in subdialogs.
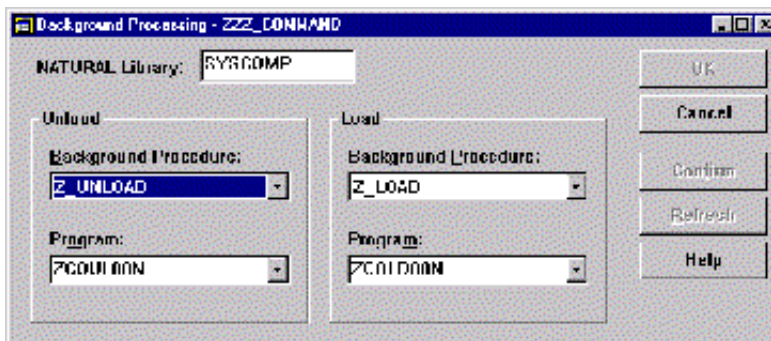
From a main dialog, you can display a subdialog using one of the following methods.

▶ **To display a subdialog**

- Choose the topic (e.g. salary, vacation) from the View menu.
  Or choose a command button (indicated by three periods following the topic, e.g. Salary...) from the main dialog.

Command Buttons in the Dialogs

The following standard command buttons are available in the various levels of the dialogs.

Main Dialog

Close	Closes the active main dialog. If a subdialog is also open, it too is closed. If you choose this button before you save your modifications, a message box appears in which you must choose either to save your modifications, or not. The main dialog is not closed until then.
Confirm	Verifies and saves the modifications in a preliminary file. The main dialog is not closed as a result of this button. When you later choose the Close button, the modifications are applied to the database and the modifications in the preliminary file are deleted.

Subdialog - First Level

OK	Verifies and saves your modifications in a preliminary file and closes the subdialog.
Cancel	Closes the subdialog without saving the modifications. Before the window is closed, a message box appears where you are required to confirm the Cancel command.
Confirm	Verifies and saves the modifications in a preliminary file. The subdialog is not automatically closed.
Refresh	Undoes modifications previously made. Choose this button when you have made modifications and then decide if you want to return the object to its previous state. If you have already confirmed your modifications, you cannot select this button.
Help	Displays information that pertains to the function you are currently performing.

Subdialog - Second Level

OK	Verifies and saves the modifications in a preliminary file. As a result, the subdialog is closed.
Close	Closes the active subdialog. If you modified data in the dialog and choose this button, a message box appears and you must choose to either save your modifications, or not.

Tool Bar Buttons and Menu Commands

The following are usually available as tool bar buttons while performing a function. Depending upon your security status, some of the buttons may not be available in the tool bar.

If the action you want to perform is temporarily not available, a diagonal line appears through the arrow pointer when positioned over the corresponding button.

▶ **To create a new object**

- From the Object menu choose New.
  Or click the following toolbar button:

▶ **To open an existing object**

- From the Object menu choose Open.
  Or click the following toolbar button:

  As a result, a key-input dialog appears in which you select the object you want and choose the OK button. The resulting new dialog contains the data for that object. The previous dialog remains open, directly behind the new dialog.

▶ **To read another object**

- From the Object menu choose Read.
  Or click the following toolbar button:

  As a result, a key-input dialog appears in which you select the object you want and choose the OK button. The resulting new data is displayed in the current dialog. Unlike the Open an Existing Object button, a new dialog does not appear.

▶ **To display an object**

- From the Object menu choose Display.
  Or click the following toolbar button:

.

▶ To modify an object

- From the Object menu choose Modify.
  If you are in display mode (with the Display object button), you can select this button to change to modify mode.
  Or click the following toolbar button:

▶ To delete an object

- From the Object menu choose Delete.
  Or click the following toolbar button:

▶ To refresh to previous status

- From the Edit menu choose Refresh.
  Or click the following toolbar button:

  As a result, the object is returned to the state of the last confirm.

▶ To terminate processing

- From the Object menu choose Close.
  Or click the following toolbar button:

  As a result, the dialog is closed. If you choose this button before you save your modifications, a message box appears and you must choose to either save your modifications, or not.

▶ To save an object

- From the Object menu choose Save.
  Or click the following toolbar button:

  As a result, your modifications are saved and the object is updated so that it is again available to all users. The active dialog is not closed.

▶ To save an object under another name

- From the Object menu choose Save As.
  Or click the following toolbar button:

  A key-ID dialog appears, in which you must enter a new ID. The object is then saved under this new ID and control is returned to the dialog which contains the new object.

The Browse Function

When you want to work with an object, but do not know the object's ID, you can browse through a list of objects to select the object you want.

▶ **To use the browse function**

1. Choose the appropriate object-type icon.
   As a result, a browse dialog appears. A browse dialog contains a list box, which lists the objects available for the object type icon and, one or more text boxes, in which you can enter selection criteria (e.g. client ID and object type ID). The selection criteria enables you to filter out unwanted objects.
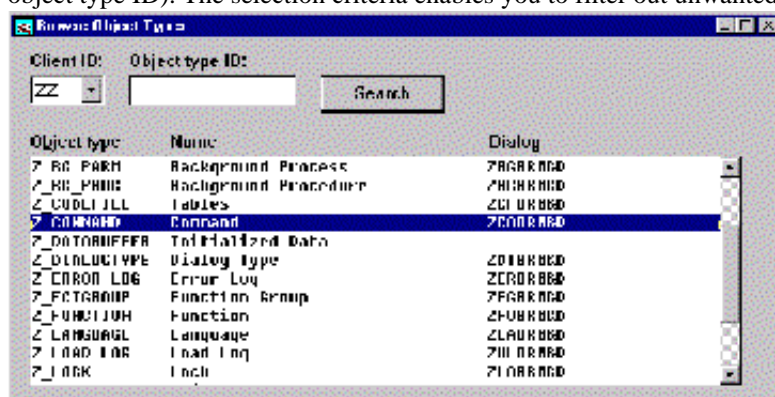
2. Enter the selection criteria in the text boxes and choose the Search command button.
   As a result, the objects which meet the requirements are displayed at the top of the list box. Once you have obtained the object you want, you are ready to start a function.

The Mass Processing Function

Another type of function is the so-called Mass Processing function. You use this function when you want to work with several objects of the same type.

The Mass Processing function is beneficial when, for example, you want to modify several objects. Instead of selecting the objects individually and opening a dialog for each object, you can select the objects together and then choose the Mass Processing function, which results in only one dialog. You page through the selected objects from this window.

▶ **To use the Mass Processing function**

1. Choose the object type icon you want.
2. Choose the objects you want from the browse dialog.
3. Choose Mass Processing from the Object menu.
   Or select the Mass Processing tool bar button.

Note:
If the Mass Processing command is not available in the Object menu, either the Mass Processing function is not available for this object type in your application, or you are not permitted to use this function. If one of these cases occur, see your administrator.

Closing a Function

There are several different ways to close a function.

▶ To close a function

- Choose the Close command button in the dialog.
  Or choose Close from the Control menu.
  Or double-click the Control-menu box.
  Or press CTRL+F4.
  If you have not saved your modifications, a message box appears and you must either choose to save or delete the modifications.

Closing an Application

You can close an application using one of the following methods.

▶ To close an application

- From the Object menu, choose Close Application.
  Or choose Close from the Control menu of the application window.
  Or double-click the Control-menu box of the application window.
  Or press ALT+F4.

Resuming an Abnormally Terminated Session

As soon as you begin processing the data of an object, a temporary reference is created and is later deleted with the normal end of that transaction. However, if during active processing, the application is abnormally terminated, the temporary reference is not deleted.

When you restart the application, a message box appears and you are asked to confirm that the new session is a parallel session.

If you choose the Yes button, a new session, parallel to the previous session, is begun and the temporary reference is not deleted.

If you choose the No button, the temporary reference is deleted and a new session is begun.

If you choose the Cancel button, the session is terminated without deleting the temporary reference and control is returned to your Natural environment.